Item No. A41689, A41690

# デジヴァイス.C

D I G I V I C E . C

## 20X シリーズ

デジモンセイバーズ

© Akiyoshi Hongo, Toei Animation

**説明書**
**Instruction Sheet**

**10Xシリーズから**
**登場キャラと**
**ミニゲームを全て一新!!**

本說明書 "201黑色" "202紅色" 是共通。
This instruction sheet is common for "201 Black" and 202 Red".

BANDAI 2008 MADE IN CHINA

BANDAI

## ■前言

**請與監護人共同閱讀本說明書。**

感謝您選購Digivice iC。為了您能正確、愉快地使用本產品，請必須在使用本遊戲機前，仔細閱讀本使用說明書，並在閱讀後妥善保管。

## ■Forward

**Please read the instruction sheet with your guardians.**

Thank you for purchasing Digivice iC. For appropriate use of this product, please read this manual thoroughly before starting the game and keep it in a safe place for future reference.

| ■產品內容 | ・Digivice iC本體 . . . . . 1<br>・使用說明書（本說明書）. . . 1<br>・微型iD盤 . . . . . 1<br>・人物咭 . . . . . 1 | ■ Product content | ・Digivice iC Main unit . . . . . 1<br>・Instruction sheet (this booklet) . . . . . 1<br>・Mini iD plate . . . . . 1<br>・Character card . . . . . 1 |
|---|---|---|---|

## 內容 CONTECTS


**第一步 ●與Digimon相遇之前做好準備！**
**Step 1 ●Getting prepared before meeting Digimon!**

- 培養Digimon之前牢記按鍵的用法
- Remember well the key operations before training Digimon . . . . . P3
- 起動Digivice iC，開始遊戲
- Activate the Digivice iC and start the game . . . . . P4
- 設定時鐘，校對時間
- Set the clock and adjust the time . . . . . P4

**第二步 ●培養強大的Digimon！**
**Step 2 ●Breeding a powerful Digimon!**

- Digimon的誕生
- The born of Digimon . . . . . P5
- 回應Digimon的呼喚
- Answering the call of Digimon . . . . . P5
- 選擇指令
- Selecting commands . . . . . P6
- 遊戲目的與進化
- Aim and evolution of the game . . . . . P5~P6

**第三步 ●用各種指令可以做到的事情！**
**Step 3 ●Capabilities with various commands!**

- 指令一覽
- Overview of commands . . . . . P7
- 充電指令
- Charging command . . . . . P8~P10
- Digimon指令
- Digimon command . . . . . P11~P15
- 飲食指令
- Feeding command . . . . . P16~P18
- 照料指令
- Care command . . . . . P19
- 圖形競技場指令
- Colosseum command . . . . . P20~P22





- 迷你遊戲指令
- Mini Game command . . . . . P23~P24
- 聯絡指令
- Communication command . . . . . P25~P28
- 與Digimon分別
- Saying goodbye to Digimon . . . . . P29

**第四步 ●檢查到手的道具效果！**
**Step 4 ●Checking out what can be done with the ITEMS in hand!**

- 靈活運用豐富的道具
- Flexible use of the numerous ITEMS . . . . . P30
- (飲食系列道具)
- (Food ITEM) . . . . . P30
- (其他道具)
- (Other ITEM) . . . . . P31
- (武器)
- (Weapon) . . . . . P32

**第五步 ●秘密告訴你!! 各種遊戲的秘訣**
**Step 5 ●Telling you all the secrets! Hints for the game!**

- Digivice iC 裡有很多謎
- Mysteries inside Digivice iC . . . . . P33~P35

**這個時候怎麼辦... ?!**
**Troubleshooting**

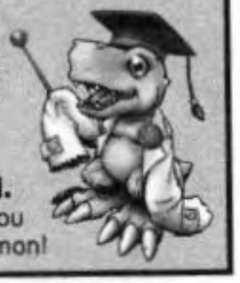
- 調整畫面顏色的深淺
- Adjusting the contrast of the display . . . . . P36
- 靜音
- Silent mode . . . . . P36
- 校對時間
- Adjusting time . . . . . P36
- 更換電池
- Replacing battery . . . . . P37
- 重新設定保存數據
- Resetting saved data . . . . . P37
- 這個時候要進行重新設定操作
- Resetting the unit . . . . . P37


**培養Digimon需要你的力量！**
**Need your effort to train Digimon!**

### ■Digimon要進化！

**進化的決定因素是信任度和Digi精神 !!**

除了日常的培養，Digimon會依靠與你的信任度以及所獲得的Digi精神不斷進化 !! 培養最強的Digimon！



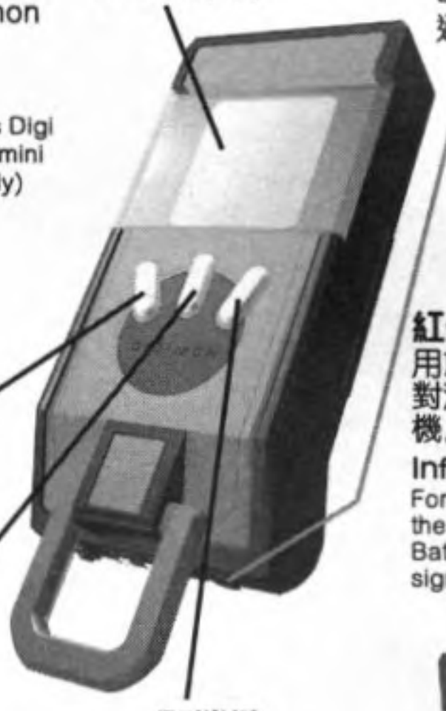
### ■Digimon needs evolution!

**The decisive factors for evolution are trust and the Digi Soul.**

Apart from daily training, Digimon will grow according to its trust to you and the amount of Digi Soul acquired. Train your most powerful Digimon!

先確認機身的按鈕等等。
Check out the buttons on the main unit.

## ▼ 在培養Digimon之前，牢記按鈕的使用方法。
Familiarize yourself with the button functions before training Digimon.



**充電端子**
用於感知遊戲者的Digi精神或者感知附帶的微型iD盤、Digimon微型iD盤(獨立發售)。

**Charging terminal**
For the use of sensing the player's Digi Soul, the included mini iD plate or mini iD plate of Digimon (sold separately)

**液晶畫面**
**LCD display**

**連接器**
用於與獨立發售的Digimon Accel、Digimon mini 進行通訊戰鬥。

**Communication Battle.**
For connecting with the separately sold Digimon Accel and the Digimon MINI for Communication Battle.

**紅外線裝置**
用於Digimon iC及『終極對決!! Digimon戰鬥終端機』等進行紅外線通訊時。

**Infrared unit**
For the use of Digivice iC and the "Final Battle!! Digimon Battle Terminal" with Infrared signal transmission.

**選擇鍵**
用於選擇各種指令。

**Selection key**
For selecting various commands.

**決定鍵**
用於決定選擇某個指令或進行戰鬥。

**Confirm key**
To confirm selected command or proceed to fight.

**取消鍵**
用於取消指令。

**Cancel key**
To cancel operation.

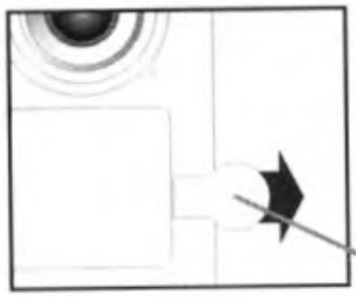
**重新設定鍵**
**Reset switch**

※本商品有省電功能。如在約一分鐘內沒有在操作畫面按鍵，操作畫面會自動熄滅；按選擇鍵、決定鍵、取消鍵中任意一個鍵約一秒鐘，畫面即可恢復。
※This product has energy-saving feature. If there is no operation after about 1 minute, the display will be off automatically. To resume the display, press Selection, Confirm or Cancel key once.

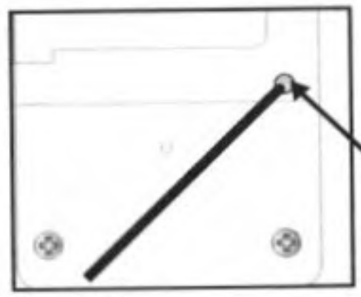


## ▼ 起動Digivice iC，開始遊戲。
Start the game by activating the Digivice iC

拔出絕緣片，用細棒按重新設定鍵。
要注意切勿用尖銳的細棒（牙籤等）或鉛筆、自動鉛筆芯去按壓否則會令其毀損。
Remove the insulation tab, and reset the unit by using a pointed object.
Do not use very sharp object (e.g. toothpick), pencil or mechanical pencil for resetting the unit in order to avoid damage to the button.



絕緣片
Insulation tab



重新設定鍵
Reset Switch

## ▼ 設定時鐘，校對時間。
Set the clock and adjust the time

參照P36的「校對時間」的說明輸入時間。
Please refer to page 36「Clock setting」to set time.

**■準備完成後，馬上開始注入你的Digi 精神！**
**After the preparation, you can immediately start to charge your Digi Soul!**

當顯示「CHARGE！」字樣，注入Digi精神。充電完畢後畫面將出現雞蛋圖案。Digi精神的充電方法請參照P9的說明。

When「CHARGE!」shows, start charging the Digi Soul. When charging completes, an egg icon shows on the display. Please refer to page 9 for more information on charging the Digi Soul.

給它吃飯，讓它在圓形競技場比試，Digimon會越來越強大! 巧妙使用各種指令，好好培養它！

Train Digimon with food and let it fight in the Colosseum! It will grow gradually and powerfully with combination of different commands!

## ▼Digimon誕生！ The born of Digimon!

Digimon蛋生下來約一分鐘後便孵化！
你培養的Digimon便要誕生啦！

The Digimon egg will hatch after about 1 minute it was born!
You are about to train your own Digimon!

大概過一分鐘……
After about 1 minute...

Digimon蛋就裂開!
Digimon egg will hatch!

可愛的Digimon誕生！
The lovely Digimon is born!

## 遊戲目的與進化 Aim and evolution of the game.

遊戲最大目的當然是培養最強大的Digimon！
生下來的Digimon在你的培養下，會完成各種各樣的進化程序。

The highest aim of the game is to train the most powerful Digimon!
Under your careful training, the Digimon will undergo a series of evolution.

「Digimon的進化舉例」
「Example of the evolution of Digimon」

可以戰鬥
Ready to fight

■幼年期1
剛生下的嬰兒Digimon，還不能戰鬥。
■In-Training 1
The baby Digimon is just born, not ready to fight yet.

■幼年期2
長大了的幼年Digimon，已經可以戰鬥了。
■In-Training 2
The grown-up Digimon in its infancy, it is ready to fight.

■成長期
進一步長大的Digimon，成熟了一點而且戰鬥力更強。
■Rookie
The more grown-up Digimon, more mature and powerful to fight.



## ▼回應Digimon的呼喚吧！ Respond to the call from Digimon!

誕生的Digimon會發出“b-b-”的叫聲，還是在呼喚你。看到呼喚指令閃燈，檢查一下Digimon的狀態，運用各種指令（參照P7）照顧它。

The newly born Digimon will cry like "b-b- " to call for your attention.When you see the calling indicator blinking, please check the status of Digimon and respond accordingly with various commands (refer to page 7).

## ▼選擇指令 Selecting commands

在顯示Digimon的「正常畫面」下按選擇鍵，便可以選擇檢查Digimon狀態或照顧Digimon的各種指令。各種指令的詳情請參照下一頁。

Press the Selection key at the「normal」screen with Digimon shows on the display to check its status and carry out various commands. Please refer to the next page for more information.



從幼年期到完全體，進化共分5個階段。
重點在於「信任度」和「Digi精神」。

There are 5 stages from infancy to adult
「Trust」and「Digi Soul」are important decisive factors.

■成熟期
已經長大成人的Digimon，可以展示很強的戰鬥力。
■Champion
Already developed as an adult possessing high fighting power.

■完全體
非常強大的Digimon，攻擊力達到最強水平！
■Ultimate
Very mighty Digimon with highest fighting power.

更進一步的進化
Further evolution

存在嗎!?
Does it really exist!?

## ▼ 指令一覽 Overview of commands

想用手或者附帶的微型iD盤、Digimon iD盤(獨立發售)注入Digi精神和把道具拿到手！
**充電指令 →P8**
To charge Digi Soul or acquire ITEMS either manually, via mini iD plate or Digimon iD plate (sold separately)!
**Charging commands →P8**

想確認Digimon的狀況、道具、武器、FIGHT MONEY！
**Digimon指令 →P11**
To confirm the status of Digimon, ITEM, Weapons and Fight Money!
**Digimon commands →P11**

想給Digimon Digi精神或餌料、治療！
**飲食指令 →P16**
To provide Digimon with Digi Soul, food or treatment!
**Meal commands →P16**

想沖掉Digimon的糞便或幫它關燈！
**照料指令 →P19**
To clean up the solid waste and turn off the light for Digimon!
**Care commands →P19**

試試它有多強！比試比試！
**圈形競技場指令 →P20**
To check out how powerful it is! Let it fight!
**Colosseum commands →P20**

想賺取FIGHT MONEY！
**迷你遊戲指令 →P23**
To earn FIGHT MONEY!
**Mini Game commands →P23**

想和朋友的『Digivice iC』、『Digimon mini』、『戰鬥終端機』等通訊！想購買武器和道具！
**聯絡指令 →P25**
To communicate with friends via Digivice iC, Digimon mini or Battle Terminal!
To purchase Weapons and ITEMS!
**Communication commands →P25**

Digimon呼喚時閃燈！
**呼喚指令**
Digimon calling indicator blinking!
**Calling commands**



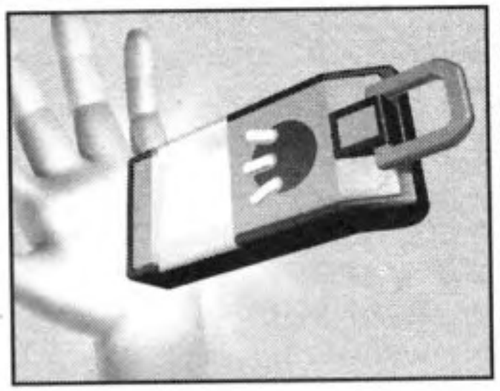
## 【充電指令 Charging commands】

### ▼ 把Digi精神和道具拿到手！ To obtain the Digi Soul and ITEMS!

該指令可以充電Digi精神。其方法有“Digi精神充電(デジソウル)”和“板充電(プレート)”兩種。充電方法請參照P9。
This command can charge the Digi Soul. Other methods include: "Digi soul charging (デジソウル)" and "Plate charging (プレート)". For more information, please refer to page 9.



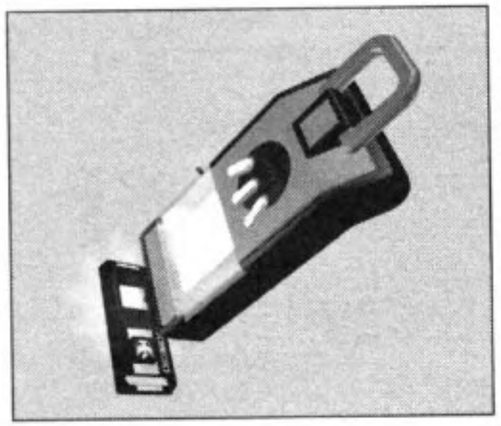
**■Digi精神充電指令 (デジソウル)**
**Digi Soul charging commands**



**用選擇鍵選定“Digi精神(デジソウル)”，使用決定鍵確定。**
**Press the Selection key to select “Digi Soul (デジソウル)” and then press the Confirm key.**

用於從遊戲者的手掌或金屬等獲取Digi精神數據的時候。
Use it to obtain Digi Soul data from player's palm or metal objects.

**■板充電指令 (プレート)**
**Plate charging**



**用選擇鍵選定“板充電(プレート)”，使用決定鍵確定。**
**Press the Selection key to select “Plate charging (プレート)” and then press the Confirm key.**

用於從附帶的微型iD盤、Digimon iD盤（獨立發售）獲取Digi精神數據和道具等的時候。
Use it to obtain Digi Soul data or Items via included mini iD plate or Digimon iD plate (sold separately).

## ▼ 充電方法！ Charging method!

①選擇Digi精神充電或板充電並確定後，便出現充電的開始畫面。

①After selecting either Digi Soul charging or Plate charging, the charging screen will show.

②把充電端子緊貼手心或板上，按決定鍵便開始充電。解讀數據。

②Place the charging terminal close to the palm or charging plate. Press the Confirm key to start charging. Data will also be decoded.

③解讀結束充電成功後，畫面將出現“OK”字樣，便可以獲取數據了。

③When data are decoded and charging is completed, “OK” will show on the display. Data are successfully obtained.

Digi精神充電可以獲取Digi精神，板充電則可以獲取Digi精神、武器等。

You can obtain Digi soul through Digi Charging and Digi soul or weapons through Digi Charging plate.

※想知怎樣把已經充電的Digi精神給予Digimon，請參照P16。

※Refer to page 16 for method to offer the charged Digi soul to Digimon.

※請不要讓充電端子長時間接觸皮膚。

※Do not let the charging terminal to be in contact with your skin for a long period of time.

### ■出現錯誤可再來一次 When error occurs, try once more.

顯示“ERROR”畫面時不要慌張從頭再來一次充電。另外，選擇了“板充電”卻又用手掌進行“Digi精神充電”，便會出現“ERROR”畫面。

Do not panic when you see “ERROR” shows on the display. Just try again. And if you have selected “Plate charging” but charge the unit with your palm, “ERROR” will also show on the display.

## ▼ 戰鬥板! Battle plate!

Digimon iD盤（獨立發售）裡面有一塊戰鬥板，只要給戰鬥板充電，戰鬥便開始。戰鬥若不能勝利便不能獲得道具！

There is a Battle plate inside the Digimon iD plate (sold separately). It is possible to start fighting once the Battle plate is charged. If you lose in the battle, no Items can be obtained!

進行板充電，告知充電完成的“OK畫面”出現後...

Carry out Plate charging. The “OK” screen will show to indicate charging completed?

顯示“戰鬥畫面”，戰鬥開始。

“Battle” screen shows, fighting starts!

勝利 Win

戰敗 Lose

不能獲取道具 No items obtained

※關於戰鬥的方法請參照P20。

※Refer to page 20 for more information on battle.

## 【Digimon指令 Digimon command】

用該指令可以確認Digimon的成長階段和狀態等狀況，也可以確認或使用道具。並且可以確認武器、FIGHT MONEY。

With this command you can confirm the growth and various status of Digimon as well as to confirm and use the ITEMS, Weapons and Fight Money.

### ▼ 確認狀況！ Confirm the status!

用選擇鍵選擇狀況。按決定鍵後畫面改變。
Press the Selection key to select Status and then press the Confirm key.

**■狀況1 Status 1**

Digimon的年齡
Age of Digimon

Digimon的體重
Weight of Digimon

「龍」或「鳥」等，Digimon的種族
「Dragon」,「Bird」and the like, showing the race of Digimon

Digimon的名字
Name of Digimon

**■狀況2 Status 2**

「幼年期」「完全體」等，表示Digimon現在的成長階段。
「In-Training」,「Ultimate」etc., showing the growth stage of Digimon.

「病毒」「數據」等，表示Digimon的屬性。但也有不顯示屬性的Digimon。
「Virus」,「Data」etc., showing type of Digimon. There are some Digimon which do not show their type.

表示Digimon的輩分。
Showing the generation of Digimon.

正在對應戰鬥終點的Digimon顯示為○，並沒有在對應的則顯示為x。 ※請參照P28。
○ shows when Digimon is fighting in the Battle Terminal. Otherwise, x will show. ※Please refer to page 28.

能夠在圓形競技場戰鬥或通訊戰鬥的顯示為○，不能的則顯示為x。
○ shows when ready to fight in the Colosseum or Communication Battle. Otherwise, x will show.



**■狀況3 Status 3**

Digimon的肚飽程度以現在的肚飽值/最大值顯示。Digimon隨著進化，肚飽程度的最大值也會增加。
The degree of full stomach of Digimon, expressed by current/maximum degree. When Digimon evolves, its maximum degree of full stomach will also increase.

最大值
Maximum degree

肚飽值
Degree of full stomach

**■狀況4 Status 4**

顯示與Digimon的信任度。指數增加表示信任度提高。
Showing the trust level with Digimon. The better the trust level is, the higher the index value is.

**■狀況5 Status 5**

預測進化，顯示輪廓。
Forecasting the evolution and showing the profile.

**■狀況6 Status 6**

Digimon的戰績以勝利次數/戰鬥次數顯示。
The battle results of Digimon are shown by the number of victory/the number of battles.

這是各個Digimon有規定的六位數的D-編碼。這個謎今後會為你解開……
Each Digimon has its own 6-digit D-code. Its meaning will be decoded later?

## ■狀況7 Status 7

進行通訊便能累積的分數。不論勝負，只要進行通訊指數便會增加，達到MAX值時或許能獲取特別道具……？

Points can be accumulated with Communication. No matter if you lose or win, the meter will grow as you take part in Communication. When the meter reaches MAX, ITEMS can be obtained.

## ▼ 用道具（アイテム）看看！
Try using ITEMS（アイテム）！

道具可以通過Digimon iD盤（獨立發售）獲取，或在聯絡指令的"商店（ショップ）"購買。
ITEMS can be obtained via Digimon iD plate (sold separately), or purchase at the "Shop（ショップ）" in the Connect command.

選擇道具會顯示已經擁有的道具。用選擇鍵選擇想用的道具，按決定鍵便OK了。趕快試用一下！

Select ITEM to show all the ITEMS in hand. Press the Selection key to select the ITEM you want to use and then press OK. Try it out now!

## ■使用裝飾用道具(捲髮 / アフロ)！
Using decorative items (Afro hair / アフロ)!

用選擇鍵顯示捲髮（アフロ）並按決定鍵。

Press the Selection key to select AFRO（アフロ） and then press the Confirm key.

顯示YES和NO，選YES。

Select YES when showing YES and NO.

Digimon會變身為可愛的捲髮狀態！

Digimon is wearing the cute Afro hair now!

※不需要道具的時候，只要把現在穿戴的道具再按一次便能除去。
本頁操作的前提條件：你已經擁有所指的道具。
※When the ITEM is no longer required, select the current item again to remove it.
You need to have obtained the required item in order to use it.



## ■使用Digi被褥（デジブトン）
Using the Digi bedding（デジブトン）

Digi被褥（デジブトン）一到手，馬上為 Digimon鋪上吧。

Cover Digimon with Digi bedding（デジブトン） once you got it in hand.

顯示YES和NO，選YES。

Select YES when showing YES and NO.

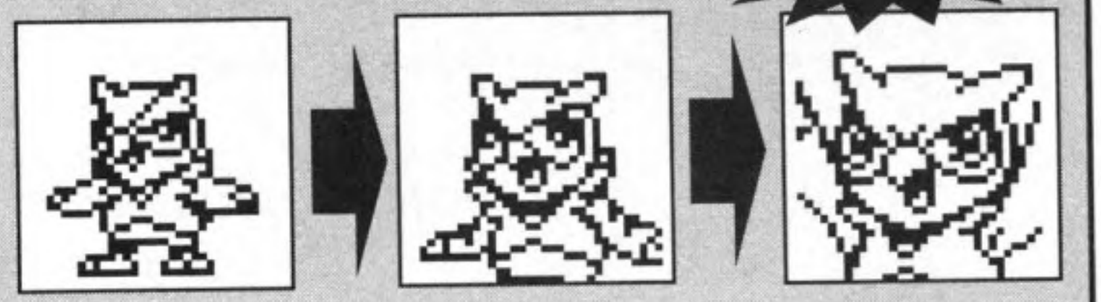
蓋上被褥好好睡一覺，傷病都會好起來。

Sleep soundly with the bedding; sickness and injury will get recovered soon!

## ■購買COME ON開關（カモンスイッチ）！
Buying the COME ON switch（カモンスイッチ）！

COME ON開關是一個可以在商店（參照P28）購買的道具。用這個道具，Digimon便會回應你的呼喚跑過來。

COME ON switch is an ITEM purchasable at the Shop (refer to page 28). Digimon will respond to your calling with this ITEM used.



## ▼ 確認擁有的武器（ウェポン）！
## Confirming the weapons（ウェポン）you obtained!

可以確認現在擁有的武器種類或數量。這裡只可以確認，不能使用。
You can confirm the types and quantities of weapons you have obtained here. Only for confirmation, not for use!

現在擁有的武器數目
Current quantity of weapons

## ▼ 確認FIGHT MONEY！
## Confirming the FIGHT MONEY you have!

可以確認現在擁有的FIGHT MONEY。FIGHT MONEY可以在圓形競技場或微型遊戲中增加。
To confirm the amount of Fight Money. Fight Money can be increased in the Colosseum or mini games.

**道具和武器還有很多很多！**
**參照P30~32！**
There are a lot of weapons and items!
Refer to page 30-32!



## 【飲食指令 Meal command（ショクジ）】

## ▼ 給Digimon吃飯和Digi精神！
## Feed Digimon with food and Digi Soul！

這是給Digimon Digi精神和為它治療的指令。Digimon如果餓了，信任度便會下降。而Digi精神會影響到進化的程序，謹慎選擇再給它吧！
This is the command to feed Digimon and cure its illness. If Digimon is hungry, the trust level will decrease. Offer Digi Soul carefully as it would affect the progress of evolution.

這是重點 Important!
- 進化不會因所餵飼種類而變化，但在肚餓期間，“信任度”便會下降，進化路線有時也會變化。
- What you feed does not affect the evolution. However, if it is getting hungry and the trust level drops, the process of evolution will be affected.

■吃飯！
Feeding！（ショクジ）

最初就有肉類、感冒藥、跌打藥。其他的要通過充電獲得。
Initially, there are meat, medicine for cold and injury. Other food can be obtained through charging.

通過狀況去確認Digimon肚餓的程度！
Check the level of hunger of Digimon via the status screen!

給它吃最初便有的“肉類”！
You can feed it with meat initially!

Digimon似乎吃得很開心！
Digimon seems happy with the food!

## ■生病、受傷的時候
When it gets injured or sick

Digimon受傷的時候
When Digimon gets injured

給它飲食指令裡的跌打藥（キズグスリ）試試！
Feed it with medicine for injury （キズグスリ） in the meal command.

Digimon的傷好了，似乎很高興！
Digimon is recovered and looks happy.

受傷 Injury
生病 Sickness

## ■Digi精神！
Digi Soul!

Digi精神可以通過選擇鍵選擇，然後按決定鍵確認便可以注入。Digi精神總共有8種，所注入的種類不同，Digimon的進化也會不同。

Digi Soul can be selected with the Selection key and then confirmed with the Confirm key. There are 8 types of Digi Soul. The evolution of Digimon is different by offering different types of Digi Soul.

所擁有的Digi精神個數
Quantity of Digi Soul you have.

Digi精神的種類
Type of Digi Soul





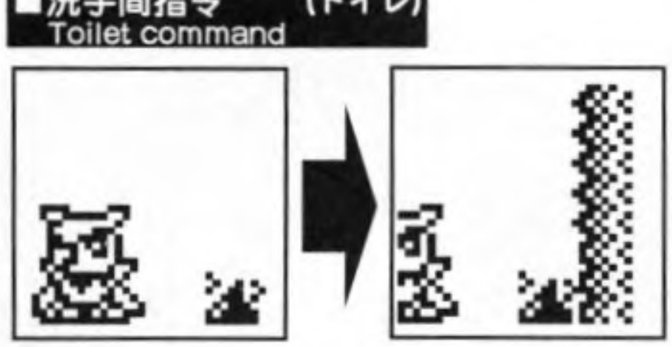
## ■改變進化的Digi精神，總共8種！
There are 8 types of Digi Souls affecting the evolution.

## 【照料指令 Care commands】

### ▼給Digimon適當照料吧！ Giving Digimon appropriate care!

用該指令可以給Digimon沖糞便，睡覺時給它關燈等等，給它照料。
Use this command to clean up the solid waste and turn off the light for sleeping.

**■洗手間指令 (トイレ) Toilet command**



用選擇鍵選擇洗手間然後使用決定鍵確定，便可以幫Digimon清理便便。不及時的話Digimon會生病，儘快幫它清理吧。
Press the Selection key to select Toilet command and then press the Confirm key to clean up the solid waste of Digimon. Digimon will get sick if not doing it timely and properly.

**■電燈指令 (デンキ) Light off command**

用選擇鍵選擇電燈，選ON或者OFF，然後按決定鍵。幫它熄燈，Digimon便可以安心睡覺了。
Press the Selection key to select Light off command. Select ON or OFF and then press the Confirm key. It can sleep soundly when the light is off.



## 【圓形競技場指令 Colosseum commands】

### ▼在圓形競技場，測試一下自己的Digimon的強壯度吧！ Test the strength of your Digimon in the Colosseum!

到了可以自由比試的圓形競技場，不但可以知道自己培養的Digimon有多強壯，還能練習有節奏連續按鍵輸入！
At the Colosseum, you can test freely the strength of your own Digimon and practice to press the key repeatedly and rhythmically

### ▼趕快加入圓形競技場吧！ Join in the Colosseum now!

**1. 選擇圓形競技場 Select the Colosseum**

Digimon進化而變得強壯後，嘗試加入圓形競技場吧！
準備好的圓形競技場有三個，戰鬥到最後，可以獲得很多的FIGHT MONEY!!
When Digimon evolves and gets stronger, it may fight in the Colosseum!
There are three Colosseums available. Fight until the end and earn a lot of Fight Money!!

圓形競技場1 Colosseum 1

圓形競技場2 Colosseum 2

圓形競技場3 Colosseum 3

**2.加入圓形競技場 Join in the Colosseum**

加入競技場需要有FIGHT MONEY。如果分數不夠便不能加入。
※加入圓形競技場1不需要FIGHT MONEY。
You need Fight Money to join the Colosseum. You cannot join the battle if the money is not enough.
※You do not need Fight Money to join Colosseum 1.

## 3. 顯示對手和自己的評級
Showing the rating of you and your opponent

決定加入後會顯示自己現在的評級，然後敵方Digimon便出現了。

Your own rating will show after joining and the opponent Digimon will also appear.

**知道彼此的評級！**
Knowing the rankings of each other !

## 4. 用一定的節奏連續按鍵！
Press the key repeatedly with a special rhythm.

當顯示連續按鍵輸入畫面後，在開始畫面下，有節奏地連續按決定鍵6秒鐘左右，便會提升Digimon的力量。連續按鍵有多成功會影響勝利的機會。

When the repeat pressing screen shows with Start displayed, press the Confirm key rhythmically for about 6 seconds to strengthen the power of Digimon. The chance of winning is affected by how well you have pressed the key repeatedly.

**計算數字**
用數值表示連續按鍵狀態。
Counting number
Showing the repeating key presses with numeric value

**計數尺**
連續按鍵順利便會上升。
Counting bar
Increase with successive repeating and rhythmic attack

## 5. 選擇武器開始戰鬥！
Choose a weapon and start to fight

在擁有武器的情況下，可以選擇想使用的武器。用選擇鍵進行選擇，按決定鍵確定。之後戰鬥便開始了。

If you have weapons in hand, you can select the one you want to use by the Selection Key and then confirm by pressing the Confirm key. The battle will then start.

▲首先選定想用的武器。
Choose your desired weapon first!

**HP標尺**
表示自己體力的HP標尺。
HP bar
Showing your own physical strength.

※在戰鬥過程中使用的武器會逐個減少。
※The number of weapons will decrease gradually as you use them in the battles.



## 6. 決定戰鬥的勝敗！
Winning in the battles!

在戰鬥過程中，把對手的HP變成0的一方、或5~6個回合之後，所剩餘的HP比對手多的一方便算勝利。輸了戰鬥的話便會被逐出圓形競技場。

When the opponent HP becomes 0 or when HP of the opponent is lower than yours after 5-6 rounds of battle, you will become the winner. The loser will be expelled from the Colosseum.

**勝利 WIN**

評級提高，並且能獲取FIGHT MONEY。

Ranking improved with Fight Money rewarded.

**戰敗 LOSE**

輸了戰鬥的話可能還會受傷，要多加小心。

You may get injured when you lost. Be careful!

**戰鬥勝利的秘訣在於有節奏的連續按鍵！**
How well you press repeatedly affects the chance of winning!

為了在戰鬥中取得勝利，需要將計數尺保持在高位。根據計數尺位置的變化，Digimon的攻擊力分為4個階段，因此努力進行有節奏的連續按鍵是很重要的！

You need to keep the counter bar at high level in order to win in the fighting. According to the level of counter bar, the power of Digimon is divided into four stages. It is important to be able to press the key repeatedly and rhythmically!

**■一般攻擊 Common attack**

**■高強度攻擊 High power attack**

**這是重點 Important!**

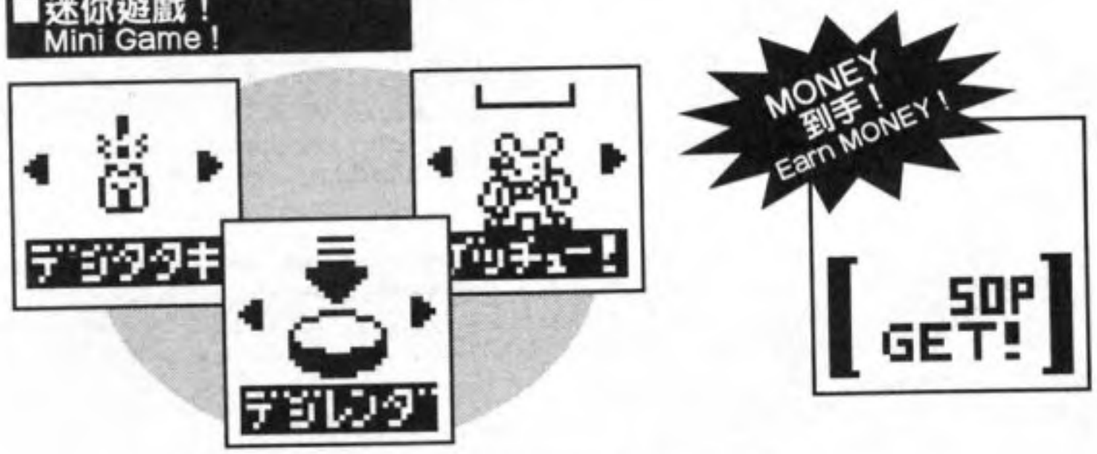
- 甚至還可以不斷發出叫做“正中攻擊”的最強攻擊，不過要信任度達到最大值的強大Digimon才可以發動的。
- 要在戰鬥中發動強有力的攻擊，需要以一定時間距離，進行有節奏的連續按鍵。Digimon越強大，時間間距便越短。
- To launch powerful attacks, you need to press the key repeatedly with rhythm at intervals. The more powerful the Digimon is, the shorter time between the intervals is.
- You can also use the most powerful "Just Attack". (But it is only available when the trust level of Digimon is at maximum.)

## 【迷你遊戲指令 Mini game commands】

### 通過迷你遊戲累積FIGHT MONEY！
### Accumulate FIGHT MONEY through Mini Games！

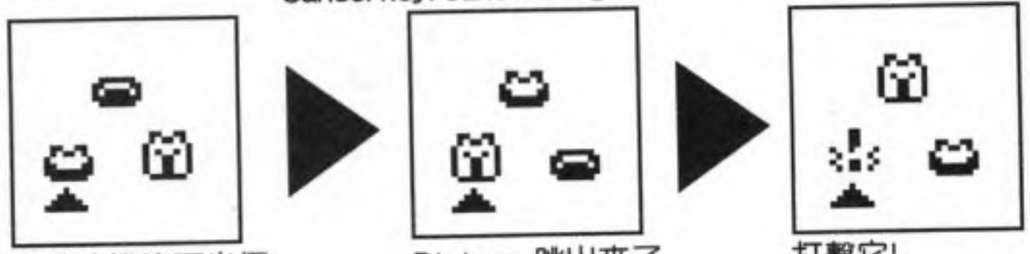
這個迷你遊戲過關，可以獲得FIGHT MONEY！
用選擇鍵選擇自己喜歡的遊戲，按決定鍵確定！
Clear this game to earn Fight Money!
Select a favorite game with the Selection key and then press the Confirm key!

### ■迷你遊戲！ Mini Game！




### ■打擊Digimon！ Beating Digimon!

找緊時機，打擊從穴中彈出的 Digimon 的迷你遊戲。
**選擇鍵：光標停止**
**決定鍵：打擊**
**取消鍵：取消遊戲**
Catch up the timing to hit the Digimon which they are come out from the hole.
Selection key: stop the cursor
Confirm key: hit
Cancel key: cancel the game



抓住時機停下光標
Stop the cursor with good timing.

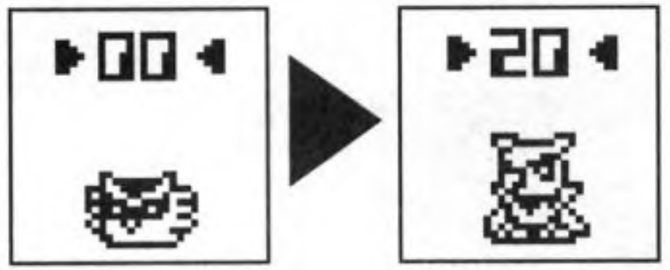
Digimon跳出來了
Digimon appear.

打擊它!
Hit it!



### ■Digi 連打！ Digi hitting repeatedly

在時限之前進行連打，令Digimon進化的迷你遊戲。
**選擇鍵, 決定鍵：連打**
**取消鍵：取消遊戲**
Hitting repeatedly before time limit to make digimon evolution.
Selection key, Confirm key: hitting repeatedly
Cancel key: cancel the game

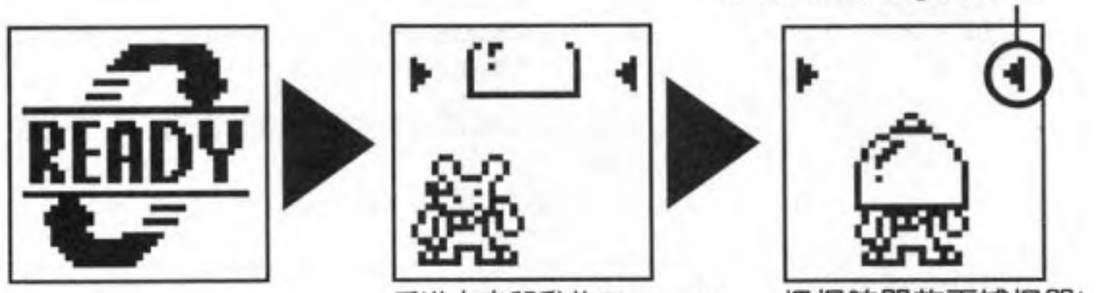



連打! 連打! 連打!
hitting repeatedly

### ■補捉遊戲！ Catch game

把握時間放下補捉器的迷你遊戲。
**選擇鍵, 決定鍵：放下補捉器**
**取消鍵：取消遊戲**
Match the timing to release the catch cover.
Selection key, Confirm key: catch cover release
Cancel key: cancel the game

Chuumon移動的方向。
Chuumon moving direction.




看准左右移動的Chuumon
Matching the Chuumon who move left and right.

把握時間放下補捉器!
Match the timing to release the catch cover.

## 【聯絡指令 Communication commands】

### ▼ 可以進行各種各樣的通訊！
You can carry out various ways of communication!

這個指令可以進行與Digimon iC、Digimon Accel、Digimon mini 的通訊戰門，還可以與戰門終端機（參照P28）進行通訊。還可以購買武器和道具。

With this command, you can communicate with Digimon iC, Digimon Accel, Digimon mini and Battle Terminal (Refer to page 28). You can also buy Weapons and ITEM.

**選擇戰門！**
Select Battle!

可以與Digimon iC進行通訊戰門（紅外線通訊）
Capable to have Communication Battle with Digimon iC (Infrared communication)

可以與 Digimon Accel 進行通訊戰門（連接器通訊）
Capable to have communication with Digimon Accel (Connector communication)

可以與 Digimon mini 進行通訊戰門（連接器通訊）
Capable to have Communication Battle through Digimon mini (Connector communication)

※通訊戰門分紅外線通訊戰門和連接器通訊戰門兩種，請注意。

※Attention: Communication Battle can be through Infrared or Connector communication.



## Digivice iC之間的通訊戰鬥的方法！
Method of Communication Battle with Digivice iC!

用選擇鍵選擇Digivice iC，再按決定鍵，便出現「READY」畫面。有節奏地連續按鍵後便進行「武器道具」的選擇（參照P21）。

Select Digivice iC with the Selection key and then press the Confirm key to show the「READY」screen. Afterpressing the key repeatedly and rhythmically, you can proceed「Weapon」Selection (refer to page 21).

畫面顯示「CONNECT」文字之後，把紅外線裝置靠近機身，按決定鍵。

When the display shows「CONNECT」, place the main unit close to the Infrared unit and then press the Confirm key.

紅外線通訊時，將通訊部分垂直距離機身10厘米擺放，正面對著機身。
※在太陽光等強烈光線下不能進行通訊。

During Infrared connection, place the communication terminal about 10 cm away from the main unit along a straight line.
※Do not carry out communication under strong sunlight.

通訊一旦成功便會顯示「OK」，戰鬥開始。在Digivice iC之間的戰鬥中，經過5~6個回合之後，把對手的HP變為0的一方，或HP餘額較多的一方獲勝。

When connection succeeded,「OK」will show and battle starts. During the battle with Digivice iC, you win when the HP of the opponent drops to 0 or when your HP is higher than the opponent after 5-6 rounds of battle.

※Digivice iC之間的通訊是通過紅外線裝置來進行的，不可以用連接器通訊進行通訊戰鬥。
※Battle with Digivice iC must be through Infrared. It is not possible to have Communication Battle through the Connector.

## ■與Digimon Accel、Digimon mini 進行通訊戰鬥的方法！
## Method to have Communication Battle with Digimon Accel and Digimon mini.

用選擇鍵選擇對手的型號 (Digimon Accel（アクセル） 或 Digimon mini（ミニ）)，再按決定鍵，便出現「READY」畫面。請有節奏地連續按鍵輸入。

Select the opponent type (Digimon Accel (アクセル) or mini (ミニ)) with the Selection key and then press the Confirm key to show the「READY」screen. Press the key repeatedly and rhythmically.

Digimon Accel 一方，請進行與Digimon mini 戰鬥時的操作（請參照Digimon Accel 使用說明書）。

If you are using Digimon Accel, please follow the battle operation of Digimon mini (please refer to the instruction sheet of Digimon Accel).

當出現「CONNECT」畫面，請連接機身的連接器，按決定鍵。

※要緊接好連接器不要鬆開，直至出現「OK」畫面。

When the「Connect」screen shows, connect the Connector and then press the Confirm key.

※Connect the Connector tightly and properly until「OK」shows.

如果通訊失敗會返回聯絡畫面。不要慌張，可重來一次。

If the Connection failed screen shows, do not panic. Try once more.

通訊一旦成功便會顯示「OK」，戰鬥便可開始。一直戰鬥，直至某一方的HP變為0，有HP剩餘的一方獲勝。

When connection succeeded,「OK」will show and battle starts. The game will end when HP of either side drops to 0. The side with remaining HP will win.

※與Digimon Accel、Digimon mini 的通訊是通過連接器來進行的，不可以用紅外線通訊進行通訊戰鬥。

※Communication with Digimon Accel and Digimon mini must be through the Connector. It is not possible to have Communication Battle through Infrared connection.





## ■ 商店 Shop

在聯絡指令下選擇商店，可以連接到商店進行購物。

Select Shop under Communication commands to connect for shopping.

武器商店 Weapon shop

銷售武器 Selling weapons

道具商店 ITEM shop

銷售道具 Selling ITEM

稀有品商店 Rare goods shop

銷售稀有道具 Selling rare ITEM

※據說除此之外還有其他商店。

※It is believed that there are also other shops.

## ■ 戰鬥終端機 Battle Terminal

通過與“終極對戰!! Digimon戰鬥終端機”的通訊，可以用自己培養的Digimon，享受Digimon戰鬥終端機的樂趣。可以通訊的只限於在對應的Digimon。（參照P11）

The “Final battle!! Digimon Battle Terminal” lets you enjoy the fun of the Battle Terminal with your trained Digimon. Only compatible Digimon can be connected. (Refer to page 11)

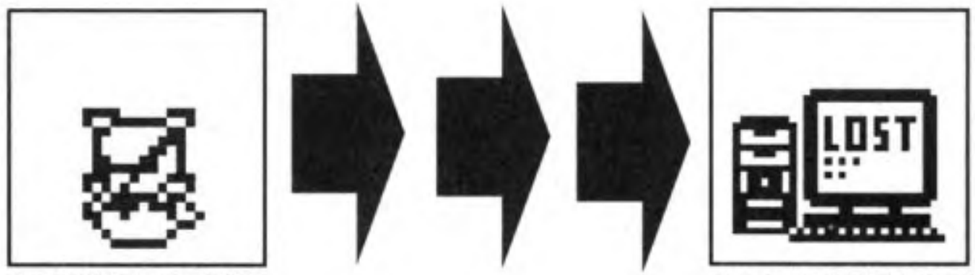
▲並非對應Digimon
When Digimon is not compatible

▲通訊OK!!
Communication OK!!

## ▼ 與Digimon道別！ Saying goodbye to Digimon!

出於培養方法或壽命等的原因，當Digimon陷於瀕臨死亡狀態，約過1分鐘便會死亡。但，當它在瀕臨死亡的時候，如果你投入你的感情和拼命連續敲擊決定鍵，Digimon也有可能復生！

Depending on how you train Digimon, its life may come to an end and will die within 1 minute. However, when it is dying, you may repeatedly press the Confirm key to lengthen its life.




進入瀕臨死亡狀態
It is on the brink of death.

約過1分鐘便會死亡
It will die after about 1 minute.

※不過，在由於培養方法問題而在死亡之前，Digimon有時會留下Digi蛋！！
※顯示重新開始畫面後，可以用新的Digi蛋重新培養Digimon。
※If Digimon dies because of training problem, it may leave Digi egg behind!!
※When the screen restarts, you can train a new Digimon from the Digi egg.

瀕臨死亡狀態
It is on the brink of death.

給我們留下了DIGI蛋！
A DIGI egg is left behind!

用新的DIGI蛋重新開始培養！
Breed a new DIGIMON from the egg!

※這樣一來，便可以繼承道具或FIGHT MONEY。
※Both Item and Fight Money can be inherited.

**新的Digi蛋會帶來一點好處？？**
**Will Digi egg bring anything good??**





## ▼學會靈活運用豐富的道具！ Learn to use the items flexibly and tactfully!

除了Digi精神、肉類以外，可以給Digimon的還有飲食系列道具、裝飾系列道具、武器等等，道具品種繁多！好好檢查一下各個道具的效果！

Besides Digi Soul and meat, there are also food item, decorative item and weapon for Digimon. Check out the functions of various items!

### ■飲食系列道具 Food ITEM

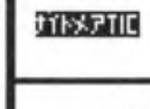
除了飽肚的道具之外，還有恢復狀態的道具。
Besides food ITEM, there are ITEMS which can help recover the strength of Digimon

| | 道具名稱 ITEM names | 效果 Functions |
|---|---|---|
| ニク | 肉類 Meat | 肚飽 Full |
| ニク-L | 肉類L Meat L | 肚非常飽 Very full |
| カゼグスリ | 感冒藥 Medicine for cold | 治病 Curing illness |
| キズグスリ | 跌打藥 Medicine for injury | 療傷 Curing injury |
| レベルリバース | 水平下降 Level reverse | 後退一個進化階段 Step back one evolution stage |
| ケーキ | 蛋糕 Cake | 肚子非常飽，信任度增強！ Feel full and improving trust level ! |
| ハンバーガー | 漢堡包 Hamburger | 肚子中度飽，信任度增強！ Feel full and improving trust level ! |

※肉類、感冒藥、跌打藥無論怎樣用都用不完，但其他的最多可以擁有9個，每給Digimon一個便會減少一個！
※There are unlimited supply of meat and medicine for cold and injury. Other items are limited to 9 units only and will decrease in quantity as you give them to Digimon.

## ■其他道具 Other ITEM

令Digimon變身的裝飾系列道具中，有一些必須符合一定條件才能使用。
Some of the decorative ITEMS are only available by fulfilling certain conditions.

| | 道具名稱 Names of ITEM | 效果 Functions |
|---|---|---|
| | 捲髮 Afro hair | Digimon戴上捲髮到處走！ Digimon strolls around with the Afro hair ! |
| | 太陽眼鏡 Sunglasses | Digimon戴上太陽眼鏡到處走！ Digimon strolls around with the sunglasses ! |
| | 安全帽 Helmet | Digimon戴上安全帽到處走！ Digimon strolls around with the helmet ! |
| | Digi被褥 Digi Bedding | Digimon會蓋上被褥睡覺。睡著了傷病都會好起來。起床後你的Digimon便會精神奕奕了！ Let Digimon with the bedding to help recover from any injury. Digimon will look cheerful when waking up. |
| | COME ON開關 COME ON Switch | 用了它Digimon便會來到你身邊！ Use it to call Digimon to come close to you ! |
| | GAOSU-G | ？？？？？ |
| | 海之提煉物 Marine Extract | ？？？？？ |
| | 惡夢TIC Nightmare TIC | 能夠和強大的Digimon戰鬥的神秘券。據說勝利的話可以得到些甚麼…… A ticket for fighting with another powerful Digimon. Something special could be obtained if you won? |
|  | 大自然 TIC Nature TIC | 能夠和強大的Digimon戰鬥的神秘券。據說勝利的話可以得到些甚麼…… A ticket for fighting with another powerful Digimon. Something special could be obtained if you won? |

※有些道具只能使用一次。
※Some ITEMS can be used ONCE only.



## ■武器 Weapon

| | 道具名稱 Names of ITEM | 效果 Functions |
|---|---|---|
| | 數碼加農砲 Digi Cannon | 不論種族一旦使用攻擊力+1pt Fighting power +1pt regardless of race |
| | 金屬裝甲 Metal Armor | 不論種族一旦使用攻擊力+3pt Fighting power +3pt regardless of race |
| | 白銀斗篷 Silver robe | 不論種族一旦使用攻擊力+1pt Fighting power +1pt regardless of race |
| | J-ENEMIS | 蟲、草木種族的Digimon使用攻擊力+2pt Fighting power +2pt for Bug and Plant Digimon |
| | DK-DESTORY | 暗黑種族的Digimon使用攻擊力+2pt Fighting power +2pt for Dark Digimon |
| | M-斧頭 M-AXE | 機械、變異種族的Digimon使用攻擊力+2pt Fighting power +2pt for Machinery and Mutation Digimon |
| | B-BLOW | 獸種族的Digimon使用攻擊力+2pt Fighting power +2pt for Beast Digimon |
| | D-BREAK | 龍種族的Digimon使用攻擊力+2pt Fighting power +2pt for Dragon Digimon |
| | W-CUA | 水種族的Digimon使用攻擊力+2pt Fighting power +2pt for Water Digimon |
| | F-BREAKER | 鳥種族的Digimon使用攻擊力+2pt Fighting power +2pt for Bird Digimon |
| | H-SAVER | 聖靈種族的Digimon使用攻擊力+2pt Fighting power +2pt for Holy Digimon |

※武器最多可以擁有9件，使用過程中用一件少一件。
※Maximum 9 units for each weapon. The quantity deceases as you use them.

## ▼ Digivice iC有很多謎！
## There are a lot of mysteries with Digivice iC!

不僅是進化方法，道具或者通訊等，Digivice iC還有很多神秘的謎……。
就在這裡公開一小部分享受遊戲的秘訣吧！

Besides Evolution, Item or Communication, Digivice iC has a lot of other mysteries? let's disclose some of them here!

### ◆ 請告訴我關於進化的更詳細資料！
### Please tell me more about the Evolution!

"進化"是這個遊戲最大的特徵！Digimon會根據所給Digi精神的不同而決定龍/獸/蟲、草木種族等屬性而進化下去。
而且，Digimon亦會隨著與你的信任度的變化而樣子產生很大的不同。

"Evolution" is the biggest characteristic of the game! Digimon will evolve according to its given Digi Soul with properties such as the Dragon, Beast, Bug or Plant race.

例如，即使給它同量同種類的Digi精神，進化亦會根據信任度不同而有差別。

For example, even if there is same type and same amount of Digi Soul provided, the evolution can be different according to difference in trust level.

另外，有特殊道具或你的培養方法得當的話，也有可能從完全體進化成強大的終極體……！

With special items or proper training method, there are possibilities that it will grow from its completion stage to Ultimate form?!

### ◆ 提升信任度，有其他甚麼好處嗎？
### Any other advantages with improved trust level?

提升信任度後，可以發動正中攻擊等（當信任度達到最大值，強大的Digimon的情況下），有時可以進化為強大的Digimon。

When trust level is improved, Digimon can use "Just Attack" (with maximum trust level while Digimon is the strongest) or evolve even further with greater strength.

### ◆ 聯繫點數是甚麼？累積起來又如何？
### What is Connect Point? What can I do by accumulating it?

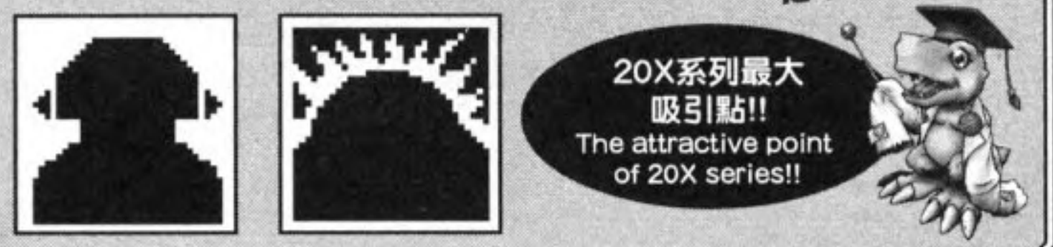
聯繫點數是不論勝敗，只要進行通訊便能增加1pt的一種點數。
最多累積15分後，便可以隨意獲取幾個道具。特別是有的道具只有在這裡才能獲取，和朋友多些通訊，找一找吧。
另外，若積累到15分，便能拿到道具，然後點數歸0。

Connection Point can be earned regardless of the results of battles. Whenever you connect, 1pt can be earned. When 15pt are earned, some ITEMS can be exchanged. Some of the items can only be obtained here randomly, so do connect more with your friends and earn more points. Besides, your points will be returned to 0 after your have exchanged an item with 15 points.

### ◆ 通訊後有其他甚麼好處嗎？
### Any other advantages after communication?

可以通過與朋友的Digivice iC或其他機種通訊，將會出現商店、圓形競技場或各種可發生的東西。在那所商店中可以得到不能購入的道具，或可到達某些特別的競技場。通過與朋友的Digivice iC或其他機種通訊，去尋找看看吧!

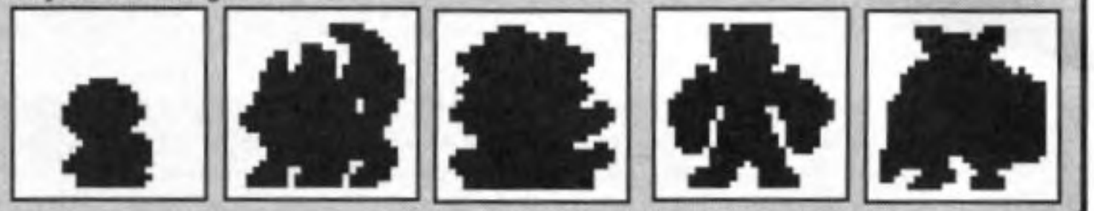
The shop, colosseum or other secret things will be appear by communicating with Digivice iC or other models of your friends. In the shop player can get an item which is not for sale, or arrive some secret colosseum. let's go for adventure by communicating with Digivice iC or other models of your friends.



## ◆ Digimon的進化總共有多少種？
How many types of Digimon Evolution are there in total?

詳細情況不太清楚，但好像總共可以進化成25種以上的Digimon。多作嘗試，找到你喜歡的那種Digimon吧！

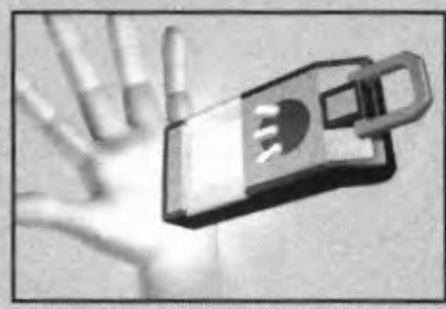
It cannot be clearly said, there should be at least 25 types of Digimon Evolution. Try out more and find your favorite Digimon!



## ◆ Digi精神充電時可以注入些甚麼呢？
What can be charged during Digi Soul charging?

通常可以注入Digi精神，其他的特殊情況下也有可能得到“蛋糕”或“Digi橡皮糖”等稀有飼料。

Digi Soul is the most commonly charged. In special occasion, you may also obtain food such as “Cake” or “Digi Gummy Candy”.



充電端子的按壓方法不同，獲取的數據也不同。多作些嘗試吧。

※不要把充電端子長期按壓在皮膚上。

Data you can get are different according to how you press the Charging Terminal. Do try it out more!

※Do not let the Charging Terminal be in contact with your skin for a long period of time.

## 據說有些武器和道具只有通過Digimon iD盤才可以獲得，是真的嗎？
Is it true that some weapons or ITEMS can be obtained through Digimon iD only?

“糞便蓋”等的道具，只有用獨立發售的Digimon iD盤才可以獲得。另外，還有iD盤專用的武器，用這個武器會提升攻擊敵方的準確率。

Some ITEMS such as “Solid waste cap” can only be obtained through Digimon iD. There is also weapon particularly for iD plate. The weapon can improve accuracy when hitting the opponent.

## ▼ 靜音！
I want to disable the sound from the unit!

同時按決定鍵和取消鍵，在設定指令下選擇聲音。選擇鍵選擇「ON」或「OFF」使用決定鍵確定。

※把聲音設為「OFF」後，呼喚訊號音也會消失，請注意。

Press the Confirm and Cancel keys together and then select「SOUND」from the Setting Command menu. Use the Selection key to select「ON」or「OFF」and then press the Confirm key.

※When the Sound is OFF, please note that Calling Sign can no longer be heard.

## ▼ 調校畫面色彩的深淺！
I want to change the contrast of the screen !

同時按決定鍵和取消鍵，顯示設定指令畫面，選擇對比色。使用決定鍵可設定深色，用選擇鍵可設定淺色。設定完成後按取消鍵，回到正常畫面。

Press the Confirm and Cancel keys together and then select “CONSTRAST” from the Setting Command menu. Use the Confirm key to select increase the contrast or the Selection key to decrease the contrast. When finished, press the Cancel key to return to the normal screen.

## ▼ 校對時間！
I want to adjust the time!

在正常畫面狀態下按取消鍵，便出現時鐘畫面。要設定時間便按取消鍵顯示時鐘畫面，同時按決定鍵+選擇鍵，顯示時鐘設定畫面。

At the normal screen press the Cancel key to show the clock display. To set the clock, press the Cancel key to show the clock time and then press together the Confirm and Selection keys to proceed to the clock setting screen.

輸入時間的時候...
Press the Cancel key to show the clock display.

按選擇鍵選定“AM（上午）”或“PM(下午)”，然後用選擇鍵分別選定“時”“分”後再按決定鍵確定。

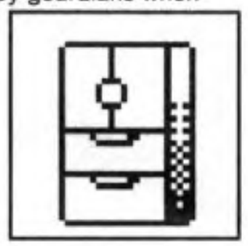
Press the Selection key to select “AM” or “PM” and then use the Selection key again to set “Time”, “Minute” and then press the Confirm key to confirm.

※Digimon瀕臨死亡的時候，不能進行時鐘設定。

※You cannot set the clock when Digimon is dying.

## ▼ 更換電池！ Replacing battery!

※應由監護人進行電池（CR2032）的更換。
※Children must be accompanied by guardians when replacing battery (CR2032).

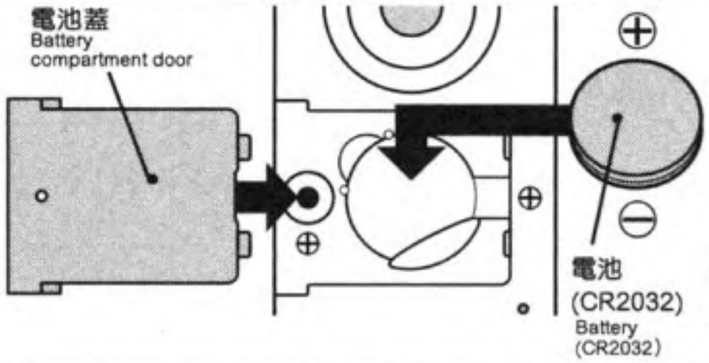


電池電力不足時，便會出現冰箱的畫面。之後出現電池警告符號。(數據會保存。)
A refrigerator shows when battery level is low and then a warning messag is displayed. (Data will be preserved)

①用細棒等按住電池蓋上小孔中的突起處，滑動蓋子將其打開。
With a small pointed object, press down the battery door tab and then slide the door out.

②取出舊電池，把1個新電池（CR2032）（獨立發售）按正確方向放入。
Remove old battery and replace with a new (CR2032) (sold separately) battery.

③關上電池蓋，進行重新設定的操作。
Replace the battery compartment door and reset the unit.




※電池警告符號一旦出現便不能按鍵操作了。
※電池警告符號一旦出現，請更換電池（CR2032）。
※No button operation is possible when the low battery warning shows.
※Replace the battery (CR2032) when the low battery warning shows.

## ▼ 將保存的數據重新設定！ Resetting the saved data!

按下取消鍵及重新設定鍵，便會出現數據重新設定畫面。

- 若想刪除正在培養的數據而培養新的Digimon，請用選擇鍵選定「YES」再按決定鍵確定，便能刪除數據。數據刪除後便出現BANDAI標誌，可以重新開始遊戲。
- 若選擇「NO」，數據將保留且出現BANDAI標誌畫面，然後出現「數據下載」畫面。在"數據下載"選擇畫面下，下載保存數據，從時鐘設定開始重新開始培養。

The Reset screen will show by pressing both the Cancel and Reset keys together.

- If you want to remove all data of the current Digimon in order to start over completely, select "YES" with the Selection key and then press the Confirm key. The BANDAI logo will show after data removal is completed.The game will then start over.
- If you select NO , the saved data will be kept and the BANDAI logo will show, followed by the 「DATA LOAD」 screen. Select 「LOAD」 to retrieve the saved data from the DATA LOAD screen and start all over again from clock setting.

## ▼ 這個時候需要重新設定操作！ Resetting the unit!

發現機能問題的時候，先進行重新設定操作。

- 電池更換後或機身遭到強烈撞擊等情況下，動作或畫面狀態會出現異常，這個時候同樣進行重新設定操作。

If the unit is not functioning properly, you may try to reset it.

- Malfunction may occur after battery replacement or severe shock to the unit. Resetting may be required.



## ⚠ 注 意！ CAUTION！

- ●持有產品者請細心閱讀本說明書。
- ●勿讓未足齡的小孩玩此產品。
- ●本產品含有電池、電池蓋及螺絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- ●電池、電池蓋及螺絲有被誤吞的可能，勿將本產品給予3歲以下幼兒。
- ●更換電池時，請找成年人幫忙，注意勿誤吞下電池，電池蓋，螺絲等細小零件。
- ●誤吞電池異常危險。請小心存放電池在幼兒拿不到的地方。
- ●電池由本產品持有人更換。
- ●切勿將新舊電池混合使用。切勿將不同種類的電池混合使用。
- ●請確保電池＋及－方向正確。
- ●切勿將電池充電、分解、加熱或棄於火中。
- ●誤吞電池異常危險。萬一誤吞電池，請即延醫診治。
- ●請勿將商品胡亂揮動或拍擊。
- ●此玩具部分零件較細小，小心勿讓兒童誤放入口。
- ●本產品可能與包裝上圖片及插圖所示有少許偏差。
- ●適合8歲或以上。
- ●本產品需要 1 枚CR2032型電池操作。本產品已包括電池。
- ●在高靜電釋放環境影響下(例如：雷暴)，產品也許會發生故障，並需要重新設置產品。
- ●Read the instruction sheet carefully.
- ●Do not give this item to a children who is under the recommended age.
- ●This product contains small parts such as battery cover and screws that may cause suffocation if swallowed by children.
- ●Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 3 years old.
- ●While replacing the dry cell batteries, please ask a guardian for help.
- ●Do not swallow small parts like batteries, battery cover & screws.
- ●Swallowing dry cell batteries is extremely dangerous. Please keep batteries away from children.
- ●Batteries are replaced by owners of this product.
- ●Do not mix old and new batteries. Do not mix different kinds of batteries. Please ensure ＋ & － at the correct position.
- ●Do not recharge, decompose, heat, or dispose of batteries in fire.
- ●Swallowing dry cell batteries is extremely dangerous. In case that batteries are swallowed, please go to see a doctor for help.
- ●Avoid rough use such as knocking the product or swinging it around.
- ●Small parts may cause harm if swallowed by children.
- ●Contents may vary from photos and illustrations shown on the package.
- ●Ages 8 & up.
- ●Requires 1 CR2032 battery. Battery included.
- ●In areas with high electrostatic discharge (E.g Thunderstorm) the toy may malfunction and need to be reset."

適合 8 歲或以上 Ages 8 & up

NOT INTENDED FOR SALES OR DISTRIBUTION IN THE USA, CANADA OR EUROPE.

***Check us out at www.bandai-asia.com***

Manufactured by

**BANDAI**

**BANDAI ASIA CO., LTD.**
Unit 3018, Tower 1, Admiralty Centre, 18 Harcourt Road, Hong Kong.

**⚠ WARNING:**
**CHOKING HAZARD - Small parts.**
**Not for Children under 3 years.**

警告：窒息危險- 細小部份不適合3歲或以下之兒童。